
Subject: GMAX!

Posted by [Rich\[HN\]](#) on Wed, 16 Apr 2003 09:46:06 GMT

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I'm trying to do a project at the moment with renegade and the official maps. When I load gmax it's fine but when I open the file with C&C_Under.mix (not with .mix on) GMAX crashes on me!

This project I'm not going to say really anything but you'll see it in 1 month's time on the forum with screenshots. As well I'm looking for map testers.

PM if you want to test the maps.

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Posted by [maytridy](#) on Wed, 16 Apr 2003 12:48:56 GMT

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I'll test for you. But I don't get what you're trying to do. Be careful if you're gonna mess with WW stuff, you may get caught up in some copyright trouble.

Subject: GMAX!

Posted by [SomeRhino](#) on Wed, 16 Apr 2003 12:50:49 GMT

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Haha, .mix files are not gMax files. There's no easy method for modifying the official maps except through the level editor.

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Posted by [maytridy](#) on Wed, 16 Apr 2003 12:59:32 GMT

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Actually, you can easily use the XCC Mixer to extract them to w3d format. I then use the w3d>Rex importer. So, got all the mp\sp maps in Gmax\Rex format.

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Posted by [Halo38](#) on Wed, 16 Apr 2003 13:12:00 GMT

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The thing is all the modifier stacks are collapsed so you have to create new uvw map on top of the one you can't see new material types and textures too this is what SomeRhino meant by 'no easy method' However there is a proper gmax file of hourglass included in your

RenegadePublicTools\How To\Multiplayer Maps\mp Hourglass

directory.

This file lead to the creation of Iron Man Hourglass with 2 main base defences on each team

Subject: GMAX!

Posted by [Rich\[HN\]](#) on Wed, 16 Apr 2003 16:10:57 GMT

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I wrote that this morning, I was tired.

I won't get into any copyright stuff beucase westwood don't extise anymore

Im just adding buildings! Dante know what it is. Now please can we get back to the topic.

How the hell do i stop GMAX from crashing.
